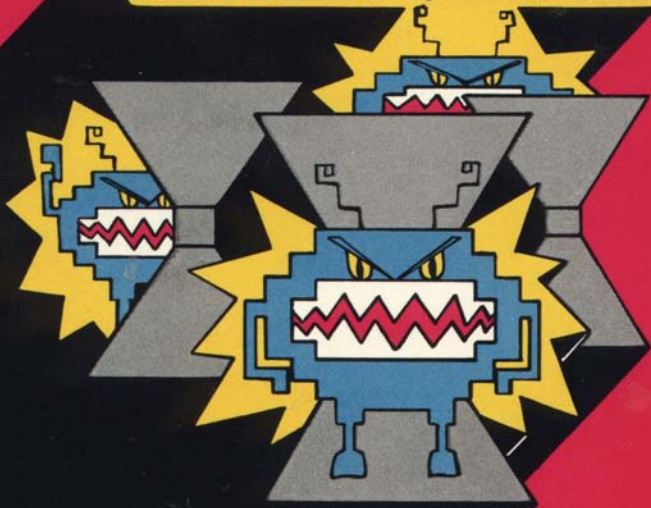


ANDRONE



TANDY®

CAT. NO.
26-3096



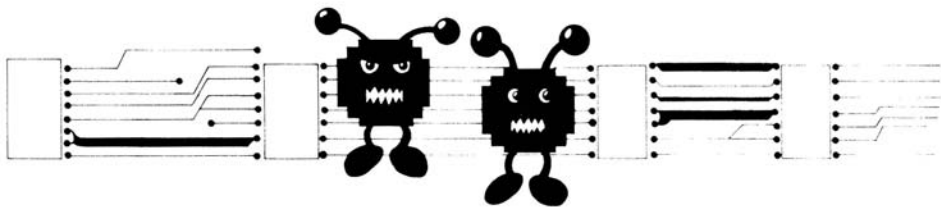
Radio Shack®
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FORT WORTH, TEXAS 76102

Androne Program:
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Introduction

Your Tandy computer has been invaded by the Data Bugs. These microbite creatures are feeding on your computer's memory cells (little blocks inside the computer that store information). Your computer will lose its entire memory bank if the bugs are not immediately destroyed.

To debug your Tandy computer, you can employ the services of **ANDRONE**, a user-controlled robot. Androne, also known as the "Terminator", finds and destroys Data Bugs. With the use of a remote control device, he lets you inspect your computer, cell by cell.

His energy comes from the power units that are installed throughout the computer. As he moves to find Data Bugs, he is also looking for power units to reinforce his energy supply. Data bugs, appearing at any time, are hard targets because they constantly move. Kill them as soon as you can, because their weapon absorbs Androne's energy. Don't let Androne's energy level decrease to zero, or the game ends.




System Requirements

- A Tandy Color Computer with at least 16K RAM memory
- A standard television (color recommended)
- One joystick

Loading Instructions

1. Before inserting or removing the Androne Program Pak™, make sure the computer is **off**. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television set, and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controller into the jack marked **LEFT JOYSTK** located on the back of the computer.
4. Insert the Androne Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.

- 
5. Turn on the television, and tune it to channel 3 or 4 (whichever is least active in your area).
 6. Turn on the Color Computer. You may have to adjust the focus on the television or press the Reset button (located on the back of the computer) to obtain a clear picture.

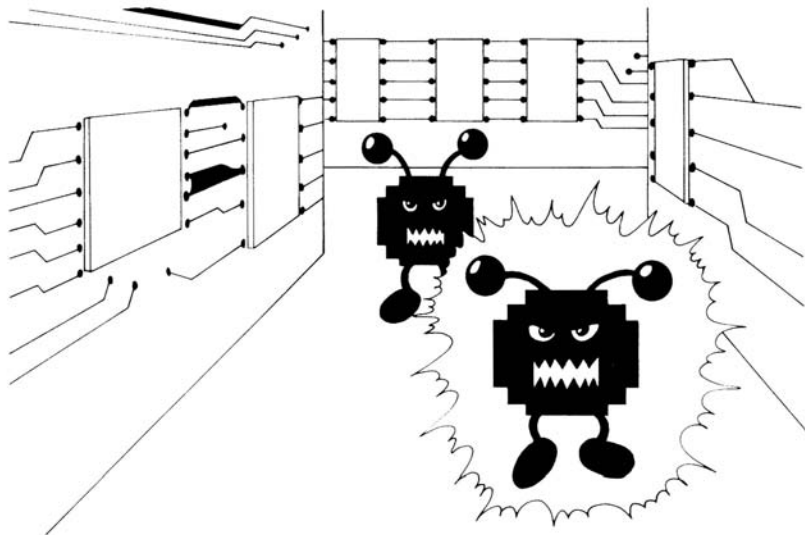
Playing the Game

The computer's interior is a network of three-dimensional mazes. The number of mazes is infinite. Inside sources describe the mazes as groups of interlocking cells.

The joystick lets you control Androne's movement and the firing of his weapon. On each maze level, Androne travels from cell to cell to find and destroy the Data Bugs. The ultimate goal is to kill all the bugs on each maze level.

Androne receives 5 units of energy for each power unit that he absorbs and for advancing to the next level. When he's running low on energy, concentrate on finding the power units instead of bugs. Pressure sensitive steps disintegrate when pressure is applied. They are devices that indicate a path not traveled before.

Press the red fire button on the joystick to start the game. Androne is lowered into the computer at Maze Level 1. Good luck!



Joystick Controls

Electronic Probe: Move the joystick **Left** or **Right** to examine each wall of the cell. There are four walls, some of which have exits that lead into an adjoining cell. Reverse the sequence if you wish. To stop at a particular wall, move the joystick to the **Center** position. To find out if a cell has an exit, move the joystick **Forward**. You are moved into the next cell. Repeat the process for each move.

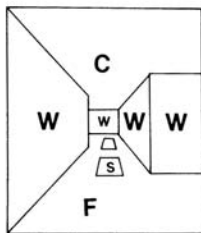
HINT: Use the direction locator to calculate the direction of your moves. The map shows you where the power units are and monitors your movement within the maze.

C = Ceiling

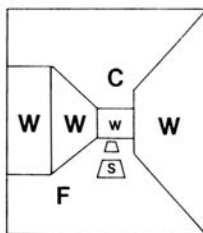
F = Floor

W = Wall

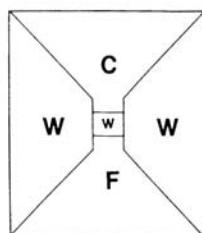
S = Steps



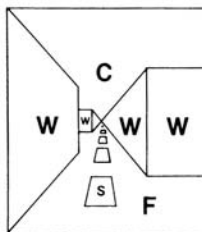
Right Entry
and Left Exit



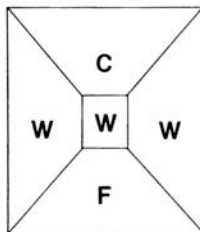
Left Entry
and Right Exit



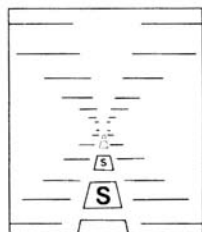
Left or
Right Exit



Long Hallway
(possible exit
or dead end)



Dead End



Elevator



Weapon: When you find a bug or power unit, use the red fire button on the joystick to shoot. (Power units have an illuminated appearance.) Hold down the red fire button, and use the joystick to zero in on your target. (As you hold down the fire button, you are continuously firing.) After you release the fire button, the joystick can again be used to probe the cell.

Bugs can appear at any time, and they constantly move around the screen. Power units are easier targets because they do not move. Some bugs try to keep Androne from the power units; other bugs are more defensive and hide to protect themselves.

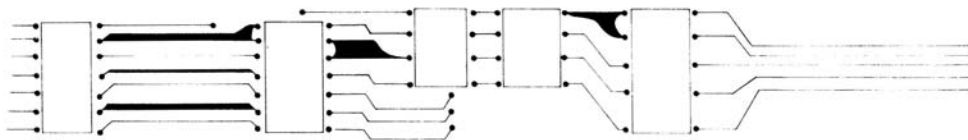
HINT: Do not advance while attacking a bug. At higher levels, several bugs may appear at once. Kill the bug in the foreground first. The other bugs cannot attack until the first bug is killed.



Data Bug



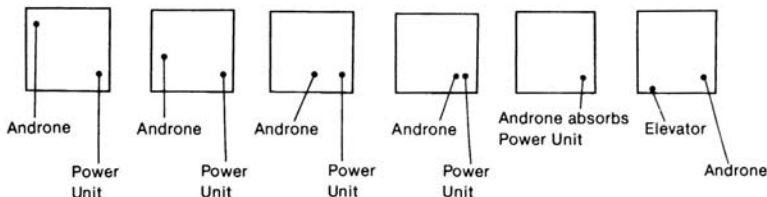
Power Unit

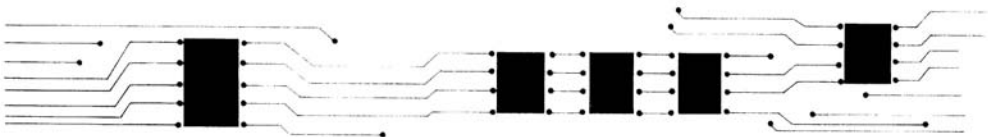


Instrument Panel Controls

To the right of the screen is a panel of instruments you will use during the course of your mission.

Map: The square at the top is a map that shows Androne's position and the position of the power unit(s). Androne's position changes as you move him from cell to cell. To find power unit(s), maneuver Androne's dot to the dot(s) representing the power unit(s). After you find all the power units on a maze level, a dot representing the elevator appears at the bottom of the map. To move to the next maze level, you must find your way to the elevator and move the joystick **Forward**. Data bug positions are not shown on the map.






Direction Locator: The second instrument is a direction locator, which is helpful in calculating moves. As you examine a cell, notice how the direction locator shows the direction Androne is facing (for example, a north or south wall). To move in a certain direction, find a cell that indicates the direction in which you want to move and then move the joystick **Forward** to see if it is an exit. For example, to move south, you need to find a south wall exit. When you can't find an exit with the direction you want, use the exits that are available.

Power Gauge: The last instrument is a power gauge for monitoring Androne's energy level. Androne receives 15 units of energy at the start of the game and he receives 5 units of energy for each power unit that he absorbs. He will also receive more energy for traveling down the elevator.

Androne loses energy each time he is hit by a bug. The loss registers on the power gauge and depends upon the maze level. For example, at level 1, each hit from a bug absorbs the value of one unit; at level 2, each hit absorbs the value of two units, and so on. At levels 7 and up, each hit absorbs the value of seven units. The mission is terminated if Androne's energy level decreases to zero, so watch that gauge!



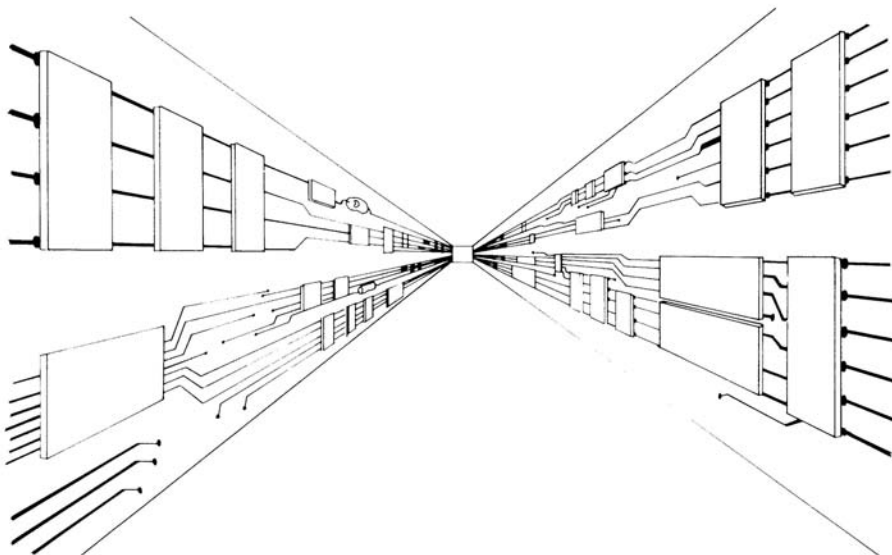
HINT: The number of power units that can be found increases for each level. For example, level 1 has one power unit; level 2 has two power units, etc. The maximum number of power units that can be found on a level is seven.

Score: The score is shown at the bottom of the screen. You receive points for each bug, power unit, and pressure sensitive step you destroy. Points are based on the level number. For example, you receive 100 points multiplied by the level number for each Data Bug that you kill; 50 points times the level number for each power unit; and five points times the level number for each pressure sensitive step. Point acceleration stops after level 7.

	Data Bugs	Pressure Sensitive Steps	Power Units
Level 1	100 ea.	5 ea.	50
Level 2	200	10	100
Level 3	300	15	150
Level 4	400	20	200
Level 5	500	25	250
Level 6	600	30	300
Level 7	700	35	350

End of Game

If Androne's energy supply is depleted, the game ends. The score/high score is displayed. Press the red fire button on the joystick twice to start a new game. If you do not want to play again, turn the computer off, remove the cartridge, and then turn the television off.



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**U.S.A.: FORT WORTH, TEXAS 76102
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TANDY CORPORATION

AUSTRALIA

91 KURRAJONG AVENUE
MOUNT DRUITT, N.S.W. 2770

BELGIUM

PARC INDUSTRIEL
5140 NANINNE (NAMUR)

U. K.

BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN